ESC to quit
MICROVISION
STAR TREK
Phaser Strike
SIZE
SPEED
TARGETS
SCORE
SIZE
SPEED
TARGETS

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105

STAR TREK™ Phaser Strike

Star Trek is a trademark of Paramount Pictures Corporation

MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

STAR TREK™ Phaser Strike

Try to hit as many targets as you can.

1. Slide ON/OFF switch up to ON. The option selection screen appears.
2. Press SIZE key to select the width of the target (4, 3, 2, 1, or C).
   Note: C stands for changeable. Your targets will be of different lengths randomly selected by the computer.
3. Press SPEED key to select the speed (Fast, Slow, or Changeable) of the target.
   Note: With C, the speed of each target is randomly selected by the computer.
4. Press TARGETS key to select the number of ships to be sent against you. (The number (1–9) you chose is multiplied by ten to give you the total of targets that will flash across the screen.)
5. Press GO to start the game—the first target will appear.
6. Try to hit the target with your phaser cannon. Press the bottom row of arrow keys to fire your phasers.
7. The left arrow shoots a missile diagonally across the screen to the upper right corner.
   The middle arrow shoots a missile straight up.
   The right arrow shoots the missile diagonally to the upper left corner of the screen.
8. You'll hear a signal when you score a hit. (There is no reaction when you miss a target.)
9. After all your targets have been launched, your score will appear on the screen.
10. To start a new game, press GO to choose your options.
11. Press GO again to begin launching the next set of targets.

Remember to turn the power off when not playing the game.

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